




## Google earth in depth instructions

### Placemarks

1. Click the *Add Placemark* button  in the toolbar. A placemark is automatically added to Google Earth. Also, a *New Placemark* dialog box appears.
2. Move your placemark's location by clicking and dragging its icon, or by typing a latitude and longitude into the *New Placemark* dialog box.
3. In the *New Placemark* dialog box, type in a name for the placemark in the **Name** field.
4. Type in a description for the placemark in the **Description** field, which will be displayed when a user clicks on the placemark.
5. Click on the icon button in the top-right corner of the window, and choose an icon for your placemark and press **OK**.
6. Click on the **Style, Color** tab, and choose a color, scale (or size), and opacity for the placemark icon and label text.
7. When you are finished creating your placemark, click **OK** and your placemark will appear in the Places panel. When you click on your placemark's icon or hyperlinked name in Google Earth, a pop-up balloon will appear with your placemark's name and description.
8. To edit a placemark's location, name, or description, right-click on the placemark in the 3D viewer or in the Places panel, and choose *Properties* (on a PC) or *Get Info* (on a Mac). Click-and-drag the icon to change the location, or edit the name and description and click **OK**.



### Types of placemarks


Simple placemark - attaches to the ground

Floating placemark - Floats above the ground at a specified distance


Extruded placemark - tethered to the ground by a customizable tail

### ↓ Paths and polygons

1. Click the *Add Path* button  at the top left of your map. A *New Path* dialog box appears, and your cursor changes to .
2. Click on a series of places on the map form a path. Each time you click, a new node is added to your path. You can also click-and-drag to create frequent nodes, which makes a smoother path.

3. In the *New Path* dialog box, type in a name for the path in the **Name** field. In this example, we typed "Tree Line".
4. Click on the **Style, Color** tab, and choose a color, width, and opacity for the path. In this example, we choose a dark green color, a width of 5.0, and an opacity of 75%.
5. To play a tour of the path and fly along its route, click the *Play Tour* button:  >
6. To edit a path's location, name, or description, right-click on the path in the 3D viewer or in the Places panel, and choose *Properties* (on a PC) or *Get Info* (on a Mac). Then you can edit the title and description and click **OK**. Right-click your mouse to delete recently-created nodes.

## •Organization of places into folders

1. To add a folder, go to the *Add* menu and select *Folder*.
2. In the *New Folder* dialog box, type in a name for the folder in the **Name** field. In this example, we typed "My Google Earth Project".
3. Click OK. Your new folder is added to the Places panel.
4. Click-and-drag each place (your placemarks, paths, and polygons) into the folder to organize your project.
5. To play a tour of all the items in the folder, click the *Play Folder* button:  >
6. To edit a folder's name or description, right-click on the folder in the Places panel, and choose *Properties* (on a PC) or *Get Info* (on a Mac).

## Keyhole Markup Language

With KML (Keyhole Markup Language) it is easy to create rich, descriptive markup to annotate and enrich your placemarks

- A Google Earth project file is a KML file, with a filetype extension of .kml or .kmz. KMZ files are compressed files that are smaller than KML files. If you used any custom images or photos from your computer, Google Earth will include them in compressed KMZ files so that others can see them too. We recommend saving your Google Earth projects as .kmz for a smaller file.
- When you save your Google Earth KML project file to your computer, it is private. If you upload the file to a web server, or e-mail it your friend or colleague, then it is no longer private. This is similar to putting any file, such as a PDF file, up on the web or e-mailing it to someone.

## Adding images to balloons

Google Earth balloons can be customized using HTML. You can add font sizes, styles, and colors, links, tables, and images into your balloons by including it as HTML in the **Description**.

1. Choose a placemark you've already created, such as the placemark created earlier in this tutorial.
2. To edit the placemark, right-click on the placemark in the 3D viewer or in the Places panel, and choose *Properties* (on a PC) or *Get Info* (on a Mac).

3. Copy and paste the following HTML code into the **Description** field of your placemark. It references a photograph of a bristlecone pine tree that is online.

```

```

```
<p>For more information about Bristlecone Pine trees, see the <a  
href="http://www.wmrs.edu/">White Mountain Research Station</a>
```

7. Click **OK** to finish editing the placemark. The placemark's balloon now has the image, as well as text and a link!

### Tips:

- You can use a program like [Adobe Dreamweaver](#) or freeware [NVU](#) to preview the balloon design as you edit the HTML code.
- The [Spreadsheet Mapper tool](#) based allows you to easily apply an HTML design template to the balloons of up to 400 placemarks. You can choose from six designs, and easily set the colors, style, images, and logos. See the [Spreadsheet Mapper tutorial](#) to learn how to do this.

### Adding YouTube videos

1. [Upload your video](#) to [YouTube](#) or choose a video that's already uploaded.
2. On the YouTube video's webpage, find the Embed field. Click in the **Embed** field to select it, and copy the HTML code there.
3. Choose a placemark you've already created, such as the placemark created earlier in this tutorial.
4. To edit the placemark, right-click on the placemark in the 3D viewer or in the Places panel, and choose *Properties* (on a PC) or *Get Info* (on a Mac).
5. In the **Description** field, paste the YouTube HTML code which you copied in Step 2.
6. Choose a placemark you've already created, such as the placemark created earlier in this tutorial.
7. Click **OK**.
8. Now when you click on the placemark, its balloon has the YouTube video!

## Saving your project

Google Earth allows you to save your project to your computer in the .kmz file format.

1. Right-click on your project folder, and select *Save Place As...* or click on the folder and then go to the *File* menu, and select *Save Place As...*
2. Enter a name for your .kmz file, and click **Save** to save it to your computer. You will now find your KMZ file on your computer.
3. You can share the map you created by emailing the .kmz file to your friends and co-workers, posting it on your website with a link to download it, or embedding it with Google Earth on your website or blog. Find a video on Youtube with the instructions - <http://www.youtube.com/watch?v=y0958sW2mT4>

## Making a movie

First, you need to save [placemarks](#) of locations you want to show. To do this:

1. Go to Mount Everest. For the purpose of this exercise, the quickest way to do this is to enter the following latitude and longitude coordinates in the *Fly To* tab in the Search panel. You can copy and paste these coordinates:

27°59'17.62"N 86°55'30.42"E

Press Enter. The 3D viewer flies to Mount Everest.

2. [Create a placemark](#) for this location or drag this coordinate from the Search Panel to the Places panel.
3. (*Optional*) To create a more interesting movie, navigate and [tilt the terrain](#) to an interesting perspective and [snapshot the current view](#). For more information, see [Creating a New Placemark](#) in the [user guide](#).
4. Repeat Steps 1 - 3 using the following coordinates:

27°58'59.70"N 86°51'27.06"E

28° 2'41.09"N 86°54'55.08"E

27°57'7.49"N 86°58'51.23"E

5. [Create a new folder](#) and [move the new placemarks](#) to this folder.